



ALTERNATE BARBARIAN



HOME BREW

Become the Unstoppable Destructive Force You Were Meant to Be!

THE BARBARIAN

The massive half-orc let out a blood-curdling battle cry as he leaped from the roof onto the back of the gargantuan blue dragon. As the great foe flew into the sky, he gripped the dragon's spines with a near-supernatural level of strength. No matter how much it twisted and turned, the dragon could not shake the warrior from his back. As the monster tired, the half-orc drew his greatsword and plunged it into the neck of the beast. After the dust cleared, the warrior emerged victorious from the crumpled heap of blue scales that had once terrorized the kingdom.

As the goblins began to come over the ramparts, the young warrior emptied her mind and gave herself over to the bloodlust of battle. Her massive axe severed the head of the first goblin to climb the wall, and before its head hit the ground she had another goblin by the throat. As her foe begged for his puny life she let out a guttural roar and threw him from the top of the walls. Minutes later, she would come to her senses surrounded by the fallen bodies of those who had dared to assault the citadel of her ancestors.

A rag-tag group of adventurers fled the collapsing tomb, a hulking white dragonborn leading the way. He could see the exit ahead, but his instincts told him that he was the only one fast enough to make it out before the roof caved in. Drawing upon the ancestral draconic fury in his blood, he shouldered the stone mantle of the doorway. When his final companion made it safely through, he let out a roar of triumph and the weight of the entire front wall of the temple fell behind him.

The three characters described above are examples of the primal warriors known as barbarians. Drawing upon primal instinct and the fury of their Rage, they become unstoppable forces of destruction when they take to the battlefield.

PRIMAL INSTINCTS

Not all warriors learn to fight from expert soldiers or formal schools of war. Those known as Barbarians are born with a lust for battle in their blood. They are able to wield weapons of war with deadly force based on pure instinct. What they lack in technique, these wild warriors make up for with pure brute force. Like an animal backed into a corner, a Barbarian will fight with near-supernatural strength and ferocity.

UNBRIDLED RAGE

The source of every Barbarian's prowess in battle is the white hot Rage deep within their soul. How this Rage manifests is different for each primal warrior. For some Barbarians, it is an irresistible lust for blood that only subsides when each of their foes lays slain at their feet. For others, their Rage is an emotionless trance that allows them to ignore any emotions, loyalties, or injuries that would interfere with their fight.

No matter how this primal Rage manifests itself, it grants all Barbarians near-supernatural levels of might and allows them to shrug off blows that would fell a lesser warrior. The wild fury of Rage drives a Barbarian to be the first to engage their foe, no matter how deadly. Many Barbarians spend their lives seeking ever-greater foes to test the limits of their Rage, only satisfied when facing one who can match their strength.

CREATING YOUR BARBARIAN

When creating a Barbarian, the most important thing for you to consider is how they first awakened their Rage. Did a lust for blood overtake you when your farm village was raided by bandits? Is your Rage fueled by a burning desire for revenge against a monster that killed someone you loved? Or, is your Rage a desire for someone who can match your strength?

Also, consider how your Barbarian's Rage manifests itself in battle. Is it a frothing bestial fury that causes you to lose your sense of self? Is it an ancient trance passed down from the elders of your tribe so that you may defend your people? Or, does it manifest as a supernatural instinct in battle that allows you to predict the weak points of your enemies and shrug off deadly blows that would slay any other mortal?

MULTICLASSING AND THE BARBARIAN

If your group uses the optional multiclassing rule, here's what you need to know when you choose to take your first level in the Barbarian class.

Ability Score Minimum. As a multiclass character, you must have a minimum of 13 Strength to take your first level in the Barbarian class, or to take a level in another class if you're already a Barbarian.

Proficiencies. If Barbarian isn't your initial class, here are the proficiencies you gain when you take your first level in the Barbarian class: all simple weapons, all martial weapons, and shields

Exploits. If you learn Exploits from more than one of your class, subclass, or other features, follow the rules and table linked below to determine the total number and size of your Exploit Dice, and the total number of Exploits Known from each feature that grants you Exploits: [Alternate Martial Multiclassing](#).



THE BARBARIAN

Level	PB	Features	Rages	Exploits Known	Exploit Die	Exploit Dice
1st	+2	Rage, Unarmored Defense	1	—	—	—
2nd	+2	Danger Sense, Savage Exploits	1	2	d4	2
3rd	+2	Primal Path	1	2	d4	2
4th	+2	Ability Score Improvement	1	3	d4	2
5th	+3	Extra Attack, Reckless	2	3	d6	3
6th	+3	Primal Path Feature	2	4	d6	3
7th	+3	Feral Instincts	2	4	d6	3
8th	+3	Ability Score Improvement	2	5	d6	3
9th	+4	Improved Critical (19)	2	5	d6	3
10th	+4	Primal Path Feature	2	6	d6	3
11th	+4	Critical Strike, Relentless Rage	2	6	d8	4
12th	+4	Ability Score Improvement	2	6	d8	4
13th	+5	Improved Critical (18)	2	7	d8	4
14th	+5	Primal Path Feature	2	7	d8	4
15th	+5	Persistent Rage	2	7	d8	4
16th	+5	Ability Score Improvement	2	7	d8	4
17th	+6	Improved Critical (17)	3	8	d10	5
18th	+6	Indomitable Might	3	8	d10	5
19th	+6	Ability Score Improvement	3	8	d10	5
20th	+6	Primal Champion	Unlimited	8	d10	5

CLASS FEATURES

HIT POINTS

Hit Dice: 1d12 per Barbarian level

Hit Points at 1st Level: 12 + your Constitution modifier.

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per Barbarian level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two of the following: Animal Handling, Athletics, Intimidation, Nature, Perception, and Survival

EQUIPMENT

As a Barbarian, you start with the following equipment:

- (a) a greataxe, (b) greatsword, or a (c) maul
- (a) two handaxes or (b) any simple weapon
- hide armor, an explorer's pack, and four javelins

Alternately if your group uses the starting wealth rule to purchase equipment, a Barbarian starts with 2d4 x 10 gp.

QUICK BUILD

You can make a Barbarian quickly by using the suggestions here. Make Strength your highest ability score, followed by Constitution. Second, choose the Outlander background.

RAGE

You fight with an unchecked primal ferocity in battle. Starting at 1st level, you can use a bonus action on your turn to enter a Rage. While your Rage lasts, you gain all the benefits listed below, so long as you aren't wearing heavy armor:

- You have advantage on any Constitution checks, Strength checks, and Strength saving throws that you make.
- Whenever you hit with a Strength-based weapon attack you deal a bonus 1d4 damage of the weapon's type. As you gain Barbarian levels, this damage bonus increases to match the Exploit Die column on the Barbarian table.
- You resist all bludgeoning, piercing, and slashing damage.
- You cannot cast spells or concentrate on spells or effects.

Your Rage lasts until the end of your next turn, but it ends early if you become unconscious. You can extend your Rage to the end of your next turn by attacking a creature, taking damage, making a Strength check, or using a bonus action to extend it. You can maintain your Rage for up to 10 minutes.

Once you enter a Rage, you must finish a short or long rest before you can Rage again. As you gain Barbarian levels, you can Rage additional times between each short or long rest, as shown in the Rages column on the Barbarian table above.

UNARMORED DEFENSE

Also at 1st level, so long as you are not wearing armor, your Armor Class is equal to 10 + your Dexterity modifier + your Constitution modifier. You can use a shield with this feature.



DANGER SENSE

Starting at 2nd level, you have advantage on your initiative rolls. If you are surprised when you roll initiative you can act normally so long as you Rage as part of your first turn.

SAVAGE EXPLOITS

Also at 2nd level, you have gained savage abilities that enhance your martial skill on and off the battlefield:

EXPLOIT DICE

The Barbarian table shows how many Exploit Dice you have to perform any Exploits you know. To use an Exploit, you must expend one of these Exploit Dice. You can only use one Exploit per attack, ability check, reaction, or saving throw, and you regain all of your expended Exploit Dice whenever you finish a short or long rest.

Your Exploit Dice begin as d4s and increase in size as you gain levels in this class, as indicated in the Barbarian table.

EXPLOITS KNOWN

At 2nd level, you learn two Savage Exploits from the list at the end of this class. The Exploits Known column of the Barbarian table shows when you learn additional Exploits. To learn an Exploit you must meet any prerequisites that it may have, like a minimum ability score or Barbarian level.

Each time you gain a Barbarian level, you can replace one of the Savage Exploits you know with another Exploit of your choice, so long as you meet that Exploit's prerequisites.

SAVING THROWS

If one of your Exploits requires a creature to make a saving throw, your Exploit saving throw DC is calculated as follows:

$$\text{Exploit save DC} = 8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier (your choice)}$$

PRIMAL PATH

At 3rd level, you choose the Primal Path that best represents your Rage: Berserker, Brute, Champion, or Totem Warrior.

Also included at the end of this class are Primal Paths inspired by official Barbarian options: Ancestral Guardian, Battlerager, Beast, Storm Herald, Wild Magic, and Zealot.

Your Primal Path grants you features at 3rd level, and again when you reach 6th, 10th, and 14th level in this class.

PATH EXPLOITS

Some Primal Paths have a list of Path Exploits that you learn at the Barbarian levels noted in that Primal Path description. They don't count against your number of Exploits Known and cannot be switched out for other Exploits. If you do not meet a Path Exploit's prerequisites, you learn it regardless.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or two ability scores by 1. As normal, you can't increase one of your ability scores above 20 using this feature.



EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

RECKLESS

Also at 5th level, whenever you make a Strength-based attack on your turn, you can throw aside concern for your defense to make a Reckless Attack. When you do so, you have advantage on all Strength-based attacks and all attack rolls targeting you have advantage until the start of your next turn.

FERAL INSTINCTS

The primal fury that fuels your Rage in battle also hones your senses. Upon reaching 7th level, you gain the benefits below:

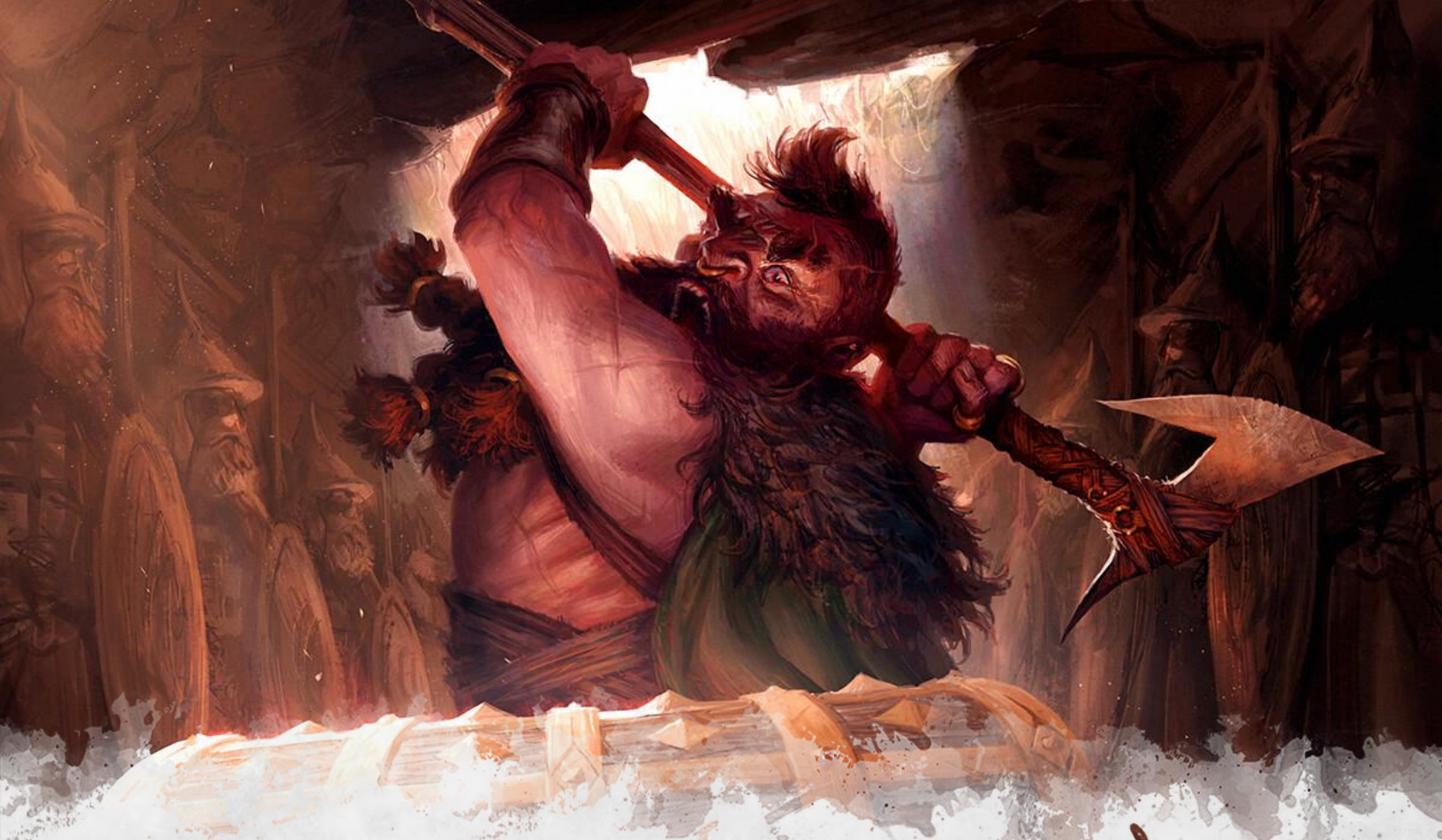
- Your Rage lasts for its maximum duration, and only ends early if you become unconscious or you choose to end it.
- You have advantage on Dexterity saving throws against effects that you can see (such as traps and spells) so long as you are not, blinded, deafened, or incapacitated.

IMPROVED CRITICAL

Primal fury increases the power of your strikes. Beginning at 9th level, attack rolls for your Strength-based weapon attacks score a critical hit on a roll of 19 or 20 on the d20.

At certain Barbarian levels your critical hit range increases: at 13th level you score a critical hit on a roll of 18-20, and at 17th level you score a critical hit on a roll of 17-20.





CRITICAL STRIKE

You ruthlessly exploit the weakness of your foes. Starting at 11th level, when you score a critical hit with a weapon attack while you are Raging, you can use a Savage Exploit you know as part of that attack without expending an Exploit Die.

RELENTLESS RAGE

The white hot fury of your Rage burns ever brighter. Also at 11th level you gain the following benefits while Raging:

- If you drop to 0 hit points, but do not die outright, you can choose to end your Rage to drop to 1 hit point instead.
- When you are forced to make an Intelligence, Wisdom, or Charisma saving throw you gain a bonus to your roll equal to your Constitution modifier (minimum of +1).

PERSISTENT RAGE

You have mastered your Rage, becoming one with your anger. Beginning at 15th level, when you Rage it lasts for 1 hour.

INDOMITABLE MIGHT

Your physical power and stamina rival the heroes of legend. Starting at 18th level, if you make a Strength or Constitution check and the result of your roll is lower than your Strength score, you can use your Strength score in place of the result.

PRIMAL CHAMPION

You embody the raw power of the primal wilderness and have exceeded the physical limits of normal mortals. At 20th level, both your Strength and Constitution scores increase by 4, and your maximum for both of those scores is now 24.

PRIMAL PATHS

Choose a Primal Path that best represents the Rage of your Barbarian: Berserker, Brute, Champion, or Totem Warrior.

PATH OF THE BERSERKER

The savage warriors known as Berserkers live for the chaos of battle. For these Barbarians, their Rage is a manifestation of their lust for violence and destruction. Often found on the front lines of battle, Berserkers only feel fully alive when they are risking life and limb to test their might against their foes.

BERSERKER EXPLOITS

3rd-level Path of the Berserker feature

You learn certain Exploits at the Barbarian levels noted in the table below. These don't count against your number of Exploits Known and can't be switched upon gaining a level.

Barbarian Level	Exploit
3rd	<i>cunning instinct, menacing shout</i>
5th	<i>bloodthirsty critical, savage rebuke</i>
9th	<i>roar of triumph</i>

FRENZIED RAGE

3rd-level Path of the Berserker feature

When you Rage, you can enter a Frenzy. For the duration of that Rage, you can make a melee attack as a bonus action on each of your turns, including the bonus action used to Rage.

You can Frenzy once per long rest with no negative effects, but each additional time you Frenzy before you finish a long rest, you gain 1 level of exhaustion at the end of your Rage.





PATH OF THE BRUTE

While most Barbarians hail from the wild places of the world, Brutes discovered their Rage in the underbelly of civilization. Their abilities stem from a combination of street smarts and pure grit. All those who follow this Path share one thing in common, they prefer to solve their problems with their fists.

THE WRONG CROWD

3rd-level Path of the Brute feature

You have a way of falling in with the roughest crowd in any town you find yourself in. When you spend a night carousing in a settlement of any size, you have advantage on all ability checks to gather information on that settlement, its culture, factions, and any important, infamous, or influential figures.

BRUTISH EXPLOITS

3rd-level Path of the Brute feature

You learn certain Exploits at the Barbarian levels in the table below. These don't count against your number of Exploits Known and can't be switched upon gaining a level.

Barbarian Level Exploit

3rd	<i>commanding presence, crushing grip</i>
5th	<i>concussive blow, greater hurl</i>
9th	<i>disorienting blow</i>

UNARMED & DANGEROUS

3rd-level Path of the Brute feature

Your body is a deadly weapon. Your unarmed strikes deal bludgeoning damage equal to one roll of your Exploit Die.

In addition, whenever you take the Attack action while you are Raging and you make only unarmed strikes, grapples, or shove attacks, you can make one additional unarmed strike, grapple, or shove attack as a bonus action on that turn.

BRUTAL STRIKES

6th-level Path of the Brute feature

While Raging, your unarmed strikes count as magical for the purposes of overcoming resistance to nonmagical attacks.

Also, when you hit a creature with an unarmed strike, you can use *concussive blow* without expending an Exploit Die.

You can use *concussive blow* in this way a number of times equal to your Constitution modifier (minimum of once), and you regain all expended uses when you finish a long rest.

IRON GRIP

10th-level Path of the Brute feature

Once you have a hold of something it is nearly impossible for it to escape. While you are Raging, you can grapple creatures up to two sizes larger than you, and your walking speed is no longer halved when you are dragging a grappled creature.

You also gain a climb speed equal to your walking speed.

BRUTISH DETERMINATION

14th-level Path of the Brute feature

You can shrug off physical blows that would devastate lesser warriors. When you make a Strength, Dexterity, Constitution, or death saving throw, you roll a d4 and add it to your roll.

Should you roll a 20 or higher on a death saving throw, you instantly regain consciousness and stand up with 1 hit point.

MINDLESS RAGE

6th-level Path of the Berserker feature

You lose yourself in your wild Rage. You can't be charmed or frightened while Raging. If you are charmed or frightened when you Rage, the effect is suspended for the duration.

INTIMIDATING PRESENCE

10th-level Path of the Berserker feature

Your presence inspires fear. You can use *menacing shout* without expending an Exploit Die a number of times equal to your Constitution modifier (minimum of once). You regain all expended uses of this feature when you finish a long rest.

PRIMAL RESTORATION

10th-level Path of the Berserker feature

Your primal fury restores your body. When you finish a short rest, you can reduce your current level of exhaustion by 1.

Once you use this feature to reduce your exhaustion level you must finish a long rest before you can do so again.

UNRIVALED FURY

14th-level Path of the Berserker feature

When a creature hits you with a melee attack, you can use a reaction to make a single melee weapon attack against it.

Moreover, while you are in a Frenzied Rage, you can ignore the effects of the first five levels of exhaustion that you have.



PATH OF THE CHAMPION

At the front of every great fighting force stands a Champion. These elite warriors are masters of battle who stand as paragons of honorable combat and fair play. Often, they seek out the most powerful of their foes and look to swiftly end conflicts with honorable duels or athletic competitions.

CHAMPION EXPLOITS

3rd-level Path of the Champion feature

You learn certain Exploits at the Barbarian levels noted in the table below. They don't count against your number of Exploits Known and can't be switched upon gaining a level.

Barbarian Level Exploit

3rd	<i>feat of strength, mighty leap</i>
5th	<i>thunderous blow, warrior's challenge</i>
9th	<i>mythic resilience</i>

FIGHTING STYLE

3rd-level Path of the Champion feature

You supplement your Rage with martial training. You learn a Fighting Style from the list below. You can't learn a Fighting Style more than once, even if you gain this feature again.

Whenever you gain a level in this class, you can switch your Fighting Style for another option from the list below:

DUAL WIELDING

When you take the Attack action while two-weapon fighting, you can make the single additional attack with your off-hand weapon as part of your Attack action instead of your bonus action, and you add your ability modifier to the damage.

GREAT WEAPON FIGHTING

Whenever you make an attack with a heavy melee weapon as part of your Attack action, you can treat a total roll of 5 or lower on the weapon's damage dice as a 6.

You must be wielding the weapon with two hands.

IMPROVISED FIGHTING

You gain proficiency in improvised weapons, and when you use an object to make an improvised weapon attack you can roll the damage die twice and take the higher roll. When you do, the object is destroyed and can not be used for further attacks. You can't use this feature to destroy magical objects.

STRONGBOW

You can use your Strength modifier, in place of Dexterity, for attack and damage rolls with longbows and shortbows. When you do so, you gain a +1 to damage rolls with those weapons.

THROWN WEAPON FIGHTING

You can draw a weapon that has the thrown property as part of the attack you make with the weapon. Moreover, when you hit with a ranged weapon attack using a thrown weapon, you gain a +2 bonus to the damage roll of that attack.

VERSATILE FIGHTING

While wielding a single versatile weapon and no shield, you gain a +1 bonus to your attack rolls with that weapon. While doing so, you can also use your bonus action to make a single grapple or shove attack, or take the Use an Object action.



MARTIAL TRAINING

3rd-level Path of the Champion feature

Your combat training has enhanced the potency of your Rage. Your total number of Exploit Dice increases by one. Also, whenever you use a Savage Exploit while Raging, the size of your Exploit Die increases by 1, to a maximum of a d12.

MIGHTY BLOW

6th-level Path of the Champion feature

You can focus the full might of your Rage into a single mighty blow. When you hit a creature with a Strength-based weapon attack while you are Raging, you can instantly end your Rage and turn that attack into an automatic critical hit.

Once you use this feature you must finish a short or long rest before you can do so again.

PEAK ATHLETE

6th-level Path of the Champion feature

Your physical abilities are peerless. You gain a climbing and swimming speed equal to your walking speed, and when you enter a Rage, you gain the benefits of the Dash action.

INVIGORATING CRITICAL

10th-level Path of the Champion feature

A solid strike on a foe renews your will to fight. Whenever you score a critical hit with a Strength-based weapon attack, you can regain hit points equal to one roll of your Exploit Die + your Constitution modifier (minimum of 1 hit point).

SURVIVOR

14th-level Path of the Champion feature

You are a nearly perfect physical specimen and have become exceedingly hard to kill. Whenever you start your turn with at least 1 hit point, you gain temporary hit points equal to your Constitution modifier (minimum of 1 temporary hit point).



PATH OF THE TOTEM WARRIOR

Barbarians who follow the Path of the Totem warrior learn to bind themselves to primal bestial spirits of the natural world. Drawing upon this animalistic power, these warriors are able to take on the spiritual and physical abilities of these bestial spirits. Totem Warriors often serve as protectors of the wilds and have a special dedication to the beasts of the wilderness.

TOTEMIC EXPLOITS

3rd-level Path of the Totem Warrior feature

You learn certain Exploits at the Barbarian levels noted in the table below. These don't count against your number of Exploits Known and can't be switched upon gaining a level.

Barbarian Level	Exploit
3rd	<i>mighty leap, rustic intuition</i>
5th	<i>arresting critical, greater hurl</i>
9th	<i>savage defiance</i>

SPIRIT GUIDE

3rd-level Path of the Totem Warrior feature

Your connection to the primal spirits of nature allows you to communicate with wild beasts. You learn the *beast sense* and *speak with animals* spells, but can only cast them as rituals.

TOTEMIC SPIRIT

3rd-level Path of the Totem Warrior feature

You have forged your initial bond with a primal nature spirit. Choose one of the animal spirits from the list below to gain its benefits. Once selected, this choice cannot be changed.

Bear. The resilient spirit of the Bear increases your ability to take physical hits. While Raging, you gain resistance to all types of damage except force and psychic damage.

Eagle. The fierce spirit of the Eagle grants you the ability to move fast as the wind. While Raging, you can use a bonus action to gain the benefits of the Dash and Disengage action.

Elk. The noble spirit of the Elk makes you extraordinarily swift. While Raging, your walking speed increases by 15 feet.

Tiger. The ruthless spirit of the Tiger empowers your leaps in battle. Once per turn while Raging, you can use *mighty leap* at its lowest level without expending an Exploit Die.

Wolf. The cunning spirit of the Wolf enhances your ability to fight alongside your pack. While Raging, allied creatures of your choice have advantage on any melee attack roll they make against hostile creatures within 10 feet of you.

TOTEMIC ASPECT

6th-level Path of the Totem Warrior feature

You gain the benefits of a second animal spirit, choosing from the list below. Once selected, this choice cannot be changed:

Elephant. The spirit of the Elephant lends you its power. When you make a Strength (Athletics) or a Wisdom (Insight) check you can add your Constitution modifier to your roll.

Owl. The spirit of the Owl grants you its sight. When you make an Intelligence (Investigation) or Wisdom (Perception) check you can add your Constitution modifier to your roll.

Panther. The spirit of the Panther increases your cunning. When you make a Dexterity (Stealth) or Wisdom (Survival) check you can add your Constitution modifier to your roll.

SPIRIT WALKER

10th-level Path of the Totem Warrior feature

You can turn to your Totem Spirits for spiritual guidance. You learn the *commune with nature* spell, but you can only cast it as a ritual, beseeching your Totem Spirits for information.

Moreover, once per long rest, you can cast *commune with nature* and replace one of your animal Totem Spirits with another animal Totem Spirit available at the same level.

TOTEMIC ATTUNEMENT

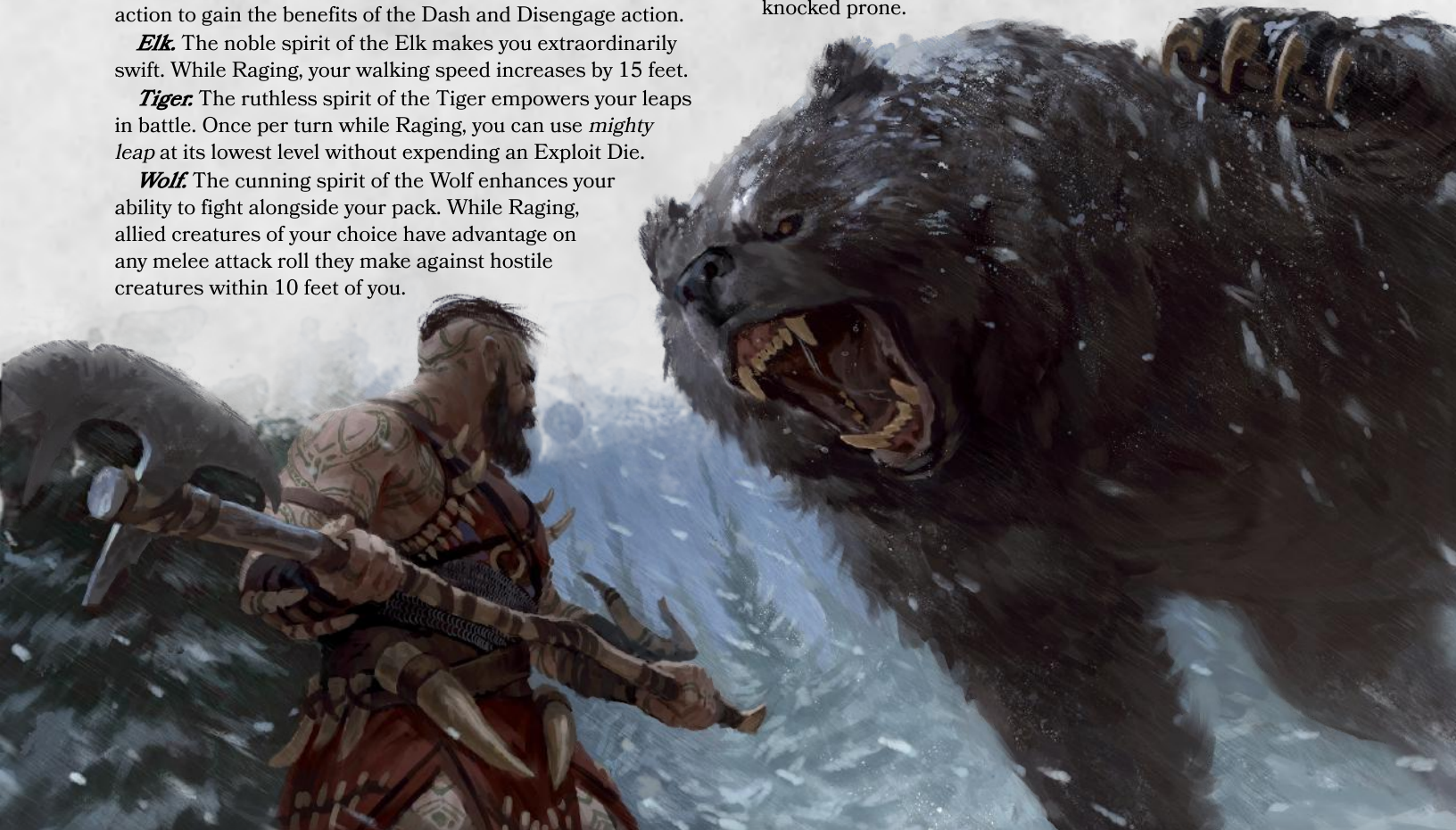
14th-level Path of the Totem Warrior feature

You gain the benefits of a final animal spirit, completing your training as a Totem Warrior. Choose from the list below:

Lion. The spirit of the Lion imbues you with regal power. While Raging, any hostile creatures within 5 feet of you have disadvantage on attack rolls against targets other than you.

Falcon. The spirit of the Falcon grants you its wings. While Raging, you gain a flying speed equal to your walking speed.

Rhino. The spirit of the Rhino lends you its power. While Raging, if you hit a creature that is one size larger than you or smaller with a Strength-based melee weapon attack, it must succeed on a Strength saving throw or be knocked prone.



SAVAGE EXPLOITS

Below are the Exploits available to Barbarians. If an Exploit has a prerequisite, like a minimum Ability Score or level, you can learn it at the same time you meet the prerequisites.

1ST-DEGREE EXPLOITS

Exploits of the 1st-degree are minor techniques slightly more complicated than swinging a weapon. They can be learned by warriors with modest training and have no level prerequisite.

AGGRESSIVE SPRINT

As a bonus action on your turn, you can expend one Exploit Die to draw upon your battle fury and move up to your full walking speed toward a hostile creature that you can see.

Starting at 5th level, you can make a single melee weapon attack at the end of this movement.

BONEBREAKING CRITICAL

Prerequisites: Strength of 11

When you score a critical hit on a creature with a weapon attack, you can expend one Exploit Die to cripple the target. For 1 minute, that creature deals only half damage with any attacks it makes that use its Strength.

The creature can make a Constitution saving throw at the end of each of its turns, ending this effect on a success.

BRACE UP

Prerequisites: Constitution of 11

You steel yourself for combat, preparing yourself to take a hit. As a bonus action, you can expend one Exploit Die and gain temporary hit points equal to 1 + one roll of your Exploit Die.

COMMANDING PRESENCE

Prerequisites: Charisma or Strength of 11

When you make a Charisma (Persuasion) or Charisma (Intimidation) check you can expend one Exploit Die, roll it, and add the result to your ability check. You can do so after you roll the d20, but before you know if you succeed.

Also, whenever you would make a Charisma (Intimidation) check, you can make a Strength (Intimidation) check instead.

CRUSHING GRIP

Prerequisites: Strength of 11

When you grapple a creature, you can expend one Exploit Die to enhance your grip. When you initiate this grapple, and at the start of each of the grappled creature's turns, it takes bludgeoning damage equal to one roll of your Exploit Die.

CUNNING INSTINCT

Prerequisites: Wisdom of 11

Whenever you make a Wisdom (Perception) or a Wisdom (Survival) check you can expend one Exploit Die, roll it, and add the result to your ability check. You can do so after you roll the d20, but before you know if you succeed or fail.

DESTRUCTIVE STRIKE

Prerequisites: Strength of 11

When you hit a nonmagical object with an attack, you can expend an Exploit Die, add it to the damage roll, and cause that attack to deal maximum damage in place of rolling.

FEAT OF STRENGTH

Prerequisites: Strength or Constitution of 11

When you make a Strength or Constitution ability check you can expend Exploit Dice (up to your proficiency bonus), roll those dice, and add the result to your ability check.

HEROIC FORTITUDE

Whenever you are forced to make a Strength, Dexterity, or Constitution saving throw you can expend an Exploit Die, roll it, and add the result to your saving throw. You can do so after you roll the d20, but before you know if you succeed or fail.

HURL

Prerequisites: Strength of 11

In place of an attack, you can expend an Exploit Die to throw an object that you are holding at a target you can see within 60 feet. The target must succeed on a Dexterity saving throw or both the object and target take bludgeoning damage equal to one roll of your Exploit Die + your Strength modifier.

At 11th level, the range of this Exploit becomes 120 feet.

MENACING SHOUT

Prerequisites: Charisma of 11

As a bonus action, you can expend one Exploit Die and force one creature within 30 feet that can see or hear you to make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn and must use its action to move as far away from you as possible without harming itself.

MIGHTY LEAP

Prerequisites: Strength of 11

When you move at least 10 feet immediately before you jump, you can expend Exploit Dice (up to your proficiency bonus) to increase the distance of your jump by 10 feet for each Exploit Die expended, even if this exceeds your remaining speed.

MIGHTY THRUST

Prerequisites: Strength of 11

In place of an attack, you can expend an Exploit Die to force a target you touch to make a Strength saving throw. On a failure, it is knocked back in a line number of feet equal to 5 times your Strength modifier. Targets that are more than one size larger than you have advantage on this saving throw.

RUSTIC INTUITION

Prerequisites: Wisdom of 11

When you make an Intelligence (Nature), Wisdom (Animal Handling), or Wisdom (Medicine) check you can expend an Exploit Die, roll it, and add the result to your ability check. You can do so after you roll, but before you know the result.

RUTHLESS STRIKE

Prerequisites: Strength of 11

When you hit a target with a melee weapon attack, you can expend Exploit Dice (up to your proficiency bonus), roll the dice, and add them to the damage roll of that attack.

TAKE DOWN

Prerequisites: Strength of 11

As a bonus action, you can expend one Exploit Die to touch a creature and attempt to Shove or Grapple it, and add one roll of your Exploit Die to your Strength (Athletics) check.



TRAMPLING RUSH

Prerequisites: Strength of 11

When you move at least 20 feet toward a creature and hit it with a melee weapon attack, you can expend an Exploit Die and attempt to trample the creature. It must succeed on a Strength saving throw, or it takes additional damage equal to one roll of your Exploit Die and is knocked prone.

2ND-DEGREE EXPLOITS

Exploits of the 2nd-degree represent the peak of martial skill and ability achievable by warriors without dedicated training. These can be learned by any Barbarian of 5th level or higher.

ARRESTING CRITICAL

Prerequisites: 5th level, Strength of 13

When you score a critical hit on a creature with a weapon attack, you can expend one Exploit Die to critically disable its movement. For 1 minute, its speed is reduced to 0.

The creature can make a Constitution saving throw at the start of each of its turns, ending this effect on a success.

BLOODTHIRSTY CRITICAL

Prerequisites: 5th level, Strength of 13

When you score a critical hit on a creature with a weapon attack, you can expend one Exploit Die to instantly make one additional weapon attack against that creature. On hit, you deal additional damage equal to one roll of your Exploit Die.

Should you score a critical hit with the attack granted by this Exploit, you cannot use this Exploit again to make another attack.

CONCUSSIVE BLOW

Prerequisites: 5th level, Strength of 13

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to empower the attack and force it to make a Constitution saving throw. On a failed save, the target suffers the effects below until the beginning of your next turn:

- Its speed is 0, and it can speak only falteringly.
- It has disadvantage on all attack rolls, ability checks, and Dexterity saving throws.
- Attack rolls against it have advantage.

EXECUTE

Prerequisites: 5th level, Strength of 13

In place of an attack, you can spend Exploit Dice (up to your proficiency bonus) to attempt to execute an incapacitated or prone target within range of a melee weapon that you are holding. For each Exploit Die you spent you roll two Exploit Dice, adding your Strength modifier to the total. If the total exceeds the target's remaining hit points, its current hit points are reduced to 0 and it is instantly slain.

If this total does not exceed the target's number of remaining hit points you instead deal damage equal to one roll of your Exploit Die.

GREATER HURL

Prerequisites: 5th level, Strength of 13

As an action, you can expend one Exploit Die and touch one creature at least one size smaller than you and attempt to throw it. It must succeed on a Strength saving throw or be thrown at a space that you can see within 30 feet. A creature can willingly choose to fail this Strength saving throw.

If the creature lands in an unoccupied space it falls prone. But, if it hits another creature, that creature must succeed on a Dexterity saving throw or take bludgeoning damage equal to one roll of your Exploit Die + your Strength modifier.

If a feature causes you to count as one size larger for your carrying capacity or the size of targets you can grapple, you also count as one size larger for the creatures you can throw.

IMMOVABLE STANCE

Prerequisites: 5th level, Strength or Constitution of 13

As a bonus action, you can expend an Exploit Die to enter an immovable stance that lasts until you move from the space. Each time a creature attempts to grapple, move you against your will, or move through your space while you are in this stance it must first succeed on a Strength saving throw. On a failed save, you can instantly grapple it or knock it prone.

SAVAGE REBUKE

Prerequisites: 5th level

When a creature you can see hits you with a melee attack, you can use your reaction to expend one Exploit Die to make a melee weapon attack against that creature. On hit, you deal additional damage equal to one roll of your Exploit Die.



SHATTERING SLAM

Prerequisites: 5th level, Strength of 13

In place of an attack, you can expend an Exploit Die to strike the ground at your feet with a melee weapon. All creatures within 5 feet of you must succeed on a Dexterity saving throw or take bludgeoning damage equal to one roll of your Exploit Die + your Strength modifier and fall prone. On a successful save, they take half as much damage and don't fall prone.

Terrain in this area that is loose earth or stone becomes difficult terrain until a creature uses its action to clear it.

THUNDEROUS BLOW

Prerequisites: 5th level, Strength of 13

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to empower your attack with immense force. The creature must succeed on a Strength saving throw or take additional damage equal to a roll of your Exploit Die and be knocked back in a straight line number of feet equal to 5 times your Strength modifier. A creature that is more than one size larger than you has advantage on its saving throw.

WARRIOR'S CHALLENGE

Prerequisites: 5th level

As a bonus action, you can expend an Exploit Die and shout a challenge at a foe. One creature of your choice within 30 feet that can see or hear you must make a Wisdom saving throw. On a failed save, the creature has disadvantage on all attack rolls it makes against targets other than you for 1 minute.

The creature can repeat this saving throw at the end of each of its turns, ending the effect on a success. This effect ends early if you attack a creature other than the target.

3RD-DEGREE EXPLOITS

3rd-degree Exploits are feats of savagery, and can be learned by Barbarians of 9th level or higher. Each 3rd-degree Exploit you know can only be used once per short or long rest.

CONFOUNDING CRITICAL

Prerequisites: 9th level, Strength of 15

When you score a critical hit on a creature with a weapon attack, you can expend one Exploit Die to strike at the head, weakening its ability to think. For 1 minute, its thoughts are muddled and whenever it makes an attack roll, ability check, or Constitution saving throw to maintain its concentration, it must roll a d6 and subtract the result from its roll.

The creature can make an Intelligence saving throw at the start of each of its turns, ending this effect on a success.

DESTRUCTIVE SLAM

Prerequisites: 9th level, Strength of 15

In place of an attack, you can expend Exploit Dice (up to your proficiency bonus) and strike the ground at your feet, forcing all creatures in an adjacent 20-foot cube to make a Dexterity saving throw. On a failed save, they take bludgeoning damage equal to two rolls of your Exploit Die for each Exploit Die you spent + your Strength modifier and are knocked prone. On a success, they take half as much damage and don't fall prone. Objects in this area take the maximum amount of damage.

Moreover, the area of the 20-foot cube becomes difficult terrain until a creature takes 1 minute to clear it.

MYTHIC RESILIENCE

Prerequisites: 9th level, Constitution of 15

When you take damage from an effect you can see, you can expend Exploit Dice (up to your proficiency bonus) to reduce the incoming damage. For each Exploit Die you expend you roll three Exploit Dice, adding your Constitution modifier to the total of all the dice. You reduce the damage by the total.

If the total rolled exceeds the amount of damage, you gain temporary hit points equal to the remaining amount.

ROAR OF TRIUMPH

Prerequisites: 9th level

When you score a critical hit, you can expend an Exploit Die to let out a cry that can be heard up to 300 feet away. You and a number of creatures of your choice who can hear you equal to your Constitution modifier (minimum of 1) gain temporary hit points equal to your level + your Constitution modifier.

SAVAGE DEFIANCE

Prerequisites: 9th level

As an action you can expend an Exploit Die to issue a savage challenge. Creatures of your choice within 60 feet that can hear you have disadvantage on attacks against targets other than you for 1 minute, or until they hit you with an attack.

WAR CRY

Prerequisites: 9th level

As an action, you can expend one Exploit Die and issue a mighty cry, forcing creatures of your choice that can hear you in an adjacent 30-foot cone to make a Wisdom saving throw. On a failed save, they drop whatever they are holding and are frightened of you for 1 minute. If a frightened creature ends its turn and does not have line of sight to you, it can repeat the saving throw, ending the effect on a success.

4TH-DEGREE EXPLOITS

Exploits of this degree can only be learned by Barbarians of 13th level or higher, and each 4th-degree Exploit that you know can only be used once per short or long rest.

DEVASTATING CRITICAL

Prerequisites: 13th level, Strength of 17

When you score a critical hit on a creature with a weapon attack, you can expend one Exploit Die to shatter its focus. If it was concentrating on a spell or effect, it automatically loses concentration, and for 1 minute, it has disadvantage on all Intelligence, Wisdom, and Charisma saving throws, and any saving throws it makes to maintain concentration.

The creature can make an Intelligence saving throw at the start of each of its turns, ending this effect on a success.

STAGGERING BLOW

Prerequisites: 13th level, Strength of 17

When you hit a creature with a melee weapon attack, you can expend Exploit Dice (up to your proficiency bonus) to strike with near-supernatural power and force it to make a Wisdom saving throw. On a failure, it takes additional damage equal to two rolls of your Exploit Die for each Exploit Die you spent and for the next minute it has disadvantage on all attack rolls, ability checks, and it cannot take reactions. On a success, it takes half as much damage and suffers no additional effects.

The creature can make a Wisdom saving throw at the start of each of its turns, ending these effects on a success.



STRENGTH OF THE COLOSSUS

Prerequisites: 13th level, Strength of 17

As a bonus action you can expend Exploit Dice (up to your proficiency bonus) to enhance your strength to mythic levels, though you must concentrate on this Exploit's effect as if you were concentrating on a spell. For 10 minutes, or until you lose concentration, the amount of weight you can push, drag, pull, or lift is multiplied by the amount in the table below:

Exploit Dice	Total Weight
Without Exploit	30 x Strength score
1	50 x Strength score
2	100 x Strength score
3	150 x Strength score
4	200 x Strength score
5	250 x Strength score
6	300 x Strength score

For each size category you are above Medium, the amount of weight you can move as part of this Exploit is doubled.

For example, a Medium-sized Barbarian with 20 Strength could expend 3 Exploit Dice to use this Exploit, multiplying their 20 Strength by 150, to lift up to 3,000 pounds. If they were Large, they would double this weight to 6,000 pounds.

When this Exploit ends you must succeed on a DC 17 Constitution saving throw or suffer a number of levels of exhaustion equal to the number of Exploit Dice you spent.

UNBREAKABLE

Prerequisites: 13th level, Constitution of 17

When you take damage that would reduce you to 0 hit points, even if that damage would kill you outright, you can spend Exploit Dice (up to your proficiency bonus) and fall to 1 hit point. For each Exploit Die you spent, you roll three Exploit Dice, and you gain temporary hit points equal to the total rolled.

5TH-DEGREE EXPLOITS

Exploits of the 5th degree are primal feats that rival mythic monsters. These Exploits can only be learned by Barbarians of 17th level or higher, and each 5th-degree Exploit you know can only be used once per short or long rest.

CATAclysmic SLAM

Prerequisites: 17th level, Strength of 19

As an action on your turn, you can expend Exploit Dice (up to your proficiency bonus) to strike the ground with mythic power. A shockwave of thunderous force erupts from you, forcing all creatures within 30 feet to make a Constitution saving throw. On a failure, they take bludgeoning damage equal to two rolls of your Exploit Die for each Exploit Die you spent + your Strength modifier and are knocked prone, and on a success, they take half as much damage and don't fall prone. Objects in this area take maximum damage.

The area becomes difficult terrain, and a creature can use its action to clear one 5-foot square of this difficult terrain.

VORPAL CRITICAL

Prerequisites: 17th level, Strength of 19

When you score a critical hit with a melee attack on a creature that is one size larger than you or smaller, you can expend an Exploit Die to cut off one of its heads. If it has 100 hit points or fewer and it cannot survive without that head, it is instantly killed. A creature can also use a Legendary Resistance to avoid this effect. Creatures that use a Legendary Resistance, or creatures that don't have or need a head are immune to this Exploit's effects, and instead take bonus damage equal to three rolls of your Exploit Die.



ADDITIONAL PRIMAL PATHS

Also included are Primal Paths based on official options for Barbarians in *Sword Coast Adventurer's Guide*, *Xanathar's Guide to Everything*, and *Tasha's Cauldron of Everything*:

Official Path	Alternate Path
Battlerager	Blood & Iron
Ancestral Guardian	Conduit
Beast	Lycan
Storm Herald	Storm
Wild Magic	Wild Sorcery
Zealot	Zealot

PATH OF BLOOD & IRON

Reveling in the chaos of battle, the Barbarians of this Primal Path don their signature spiked armor and charge headlong into combat. Learning to channel their Rage while wearing their signature armor, these savage warriors fight as if they have no regard for their own life, only the thrill of battle.

BLOOD & IRON EXPLOITS

3rd-level Path of Blood & Iron feature

You learn certain Exploits at the Barbarian levels noted in the table below. These don't count against your number of Exploits Known and can't be switched upon gaining a level.

Barbarian Level	Exploit
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3rd	<i>aggressive sprint, crushing grip</i>
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5th	<i>bloodthirsty critical, immovable stance</i>
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9th	<i>savage defiance</i>
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SAVAGE SMITH

3rd-level Path of Blood & Iron feature

You have learned the skills necessary to craft and maintain your spiked armor. You gain proficiency in smith's tools and heavy armor.

You can also Rage while you are wearing heavy armor.

SPIKED ARMOR

3rd-level Path of Blood & Iron feature

Over the course of an hour, which can be during a short or long rest, you can use smith's tools to affix spikes to a set of armor, turning it into Spiked Armor. Spiked Armor has the following properties when worn by you:

- It is a martial melee weapon with a reach of 5 feet, and on hit, the armor deals piercing damage equal to one roll of your Exploit Die + your Strength modifier.
- While you are Raging, you can use a bonus action on your turn to make a single Spiked Armor attack.
- If you successfully grapple a creature it takes piercing damage equal to one roll of your Exploit Die.

RECKLESS ABANDON

6th-level Path of Blood & Iron feature

Your bloodlust propels you into battle. While Raging, first time you make a Reckless attack on each of your turns you gain temporary hit points equal to your Constitution modifier. These temporary hit points vanish when your Rage ends.

In addition, you can turn magic armor into Spiked Armor.

WILD CHARGE

10th-level Path of Blood & Iron feature

Your fury compels you to throw yourself headlong into battle. While you are Raging, you can use *aggressive sprint* without expending an Exploit Die. However, the attack that you make as part of this Exploit must be a Spiked Armor attack.

SPIKED RETRIBUTION

14th-level Path of Blood & Iron feature

When a creature hits you with a melee attack while you are Raging and wearing your Spiked Armor, it instantly takes piercing damage equal to your Strength modifier.

If you are conscious, you can use your reaction to replace this damage with the damage of a Spiked Armor attack.





CONDUIT OF SPIRITS

3rd-level Path of the Conduit feature

As a bonus action, you can expend a use of Rage to enter into a state of spiritual ecstasy and give control of your body over the spirits that you commune with. For the next 10 minutes, when you make an ability check that uses your Intelligence or Wisdom, you gain a bonus to your roll equal to your Constitution modifier (minimum of +1).

This state of spiritual ecstasy ends early if you Rage, if you fall unconscious, or you use a bonus action on your turn to end it.

SPECTRAL WARRIORS

3rd-level Path of the Conduit feature

When you Rage, the Spectral Warriors that you commune with come to your aid, and remain with you for the duration of your current Rage.

Once per turn when you hit a creature with a melee attack, you can send these Spectral Warriors to harry that creature. Until the start of your next turn, the Spectral Warriors swirl around that creature, and it has disadvantage on any attack roll that it makes against targets other than you, and if it hits a creature other than you with an attack, its target has resistance to the damage dealt by that attack.

These Spectral Warriors return to you if their target dies, or if your Rage ends.

PATH OF THE CONDUIT

Not all Barbarians are savages who revel in bloodlust. Some walk a Path of spiritual connection. Those who walk the Path of the Conduit form bonds with spirits who have passed from the mortal plane. Some stand as guardians of their ancestral tombs, others channel the power of legendary warriors, and others open themselves up to the power of any local spirit.

CONDUIT EXPLOITS

3rd-level Path of the Conduit feature

You learn certain Exploits at the Barbarian levels noted in the table below. These don't count against your number of Exploits Known and can't be switched upon gaining a level.

Barbarian Level	Exploit
3rd	<i>menacing shout, rustic intuition</i>
5th	<i>arresting critical, thunderous blow</i>
9th	<i>mythic resilience</i>

SPIRITS OF THE GREAT BEYOND

When creating a Conduit Barbarian, consider what type of spirits you commune with. Do you connect with the spirits of your ancestors? Or, do you allow the spirits of dead warriors to stand at your side?

SPIRITUAL WARD

6th-level Path of the Conduit feature

You can call on your Spectral Warriors to protect and defend your allies. When a creature you can see within 30 feet takes damage while you are Raging, you can use a reaction to order your Spectral Warriors to intercept the attack, reducing the damage by an amount equal to two rolls of your Exploit Die.

If your Spectral Warriors are currently harrying an enemy when you use this reaction, the effects end on that creature.

GREATER CONDUIT

10th-level Path of the Conduit feature

Your ability to conduct spiritual power has grown. While you are in a state of ecstasy from Conduit of Spirits, you can cast *clairvoyance* or *commune* without expending a spell slot or material components. However, after you finish casting either of these spells, your state of spiritual ecstasy ends.

When you cast *clairvoyance* in this way, the spell summons an invisible spirit you are communed with, and when you cast *commune*, you consult your bonded spirits for information.

VENGEFUL SPIRITS

14th-level Path of the Conduit feature

Your powerful connection to the spiritual world allows the long-dead warriors bound to you to once again strike at the living. When you use Spiritual Ward to reduce the damage of an attack, the attacker takes force damage equal to the amount of damage reduced by your Spiritual Ward.



PATH OF THE LYCAN

Lycanthropy is an ancient curse that changes those afflicted into mindless beasts with a wild hunger for flesh. While some Barbarians seek out this power, many have the curse thrust upon them. Those who follow this Path come to master their bestial curse, dominating it with the wild fury of their Rage.

ANIMAL FORM

3rd-level Path of the Lycan feature

You can control your lycanthropy, allowing you to shift your form at will. As an action, you can expend a use of your Rage to transform into the Animal Form of your lycanthropy, much like a Druid transforms using their Wild Shape feature.

Choose a beast of CR 1 or lower to represent the animal that your curse is based on. Common Animal Forms include boars, brown bears, dire wolves, tigers, and rats. Once it is chosen, your Animal Form cannot be changed.

When you transform into your Animal Form, you follow all of the rules of the Wild Shape feature from the Druid class, which can be found in Chapter 3 of the *Player's Handbook*.

You can use all of your Barbarian features, including Rage and Savage Exploits, while you are transformed.

You can remain in your Animal Form for up to 1 hour. You then revert to your normal form unless you expend another Rage as a bonus action to extend your transformation. You can also revert to your normal form as an action. You instantly revert to your normal form if you fall unconscious, drop to 0 hit points, or die.

BESTIAL RAGE

3rd-level Path of the Lycan feature

When you Rage, you manifest a portion of your bestial power in the form of one of the natural weapons listed below, which lasts for the duration of that Rage. These weapons all count as simple melee weapons which you are proficient with, and use your Strength modifier for their attack and damage rolls:

Bite. You grow fangs that deal 1d8 piercing damage on hit. Once per turn when you hit a creature with this Bite, you gain temporary hit points equal to your Constitution modifier.

Claws. Your hands elongate into savage claws that deal 1d6 slashing damage on hit. Whenever you take the Attack action on your turn and make only Claw attacks, you can make one additional Claw attack as part of that Attack action.

Tail You sprout a long thick tail that deals 1d8 piercing damage on hit and has the reach property. When a creature within 10 feet that you can see targets you with a weapon attack, you can use your reaction to add one roll of your Exploit Die to your Armor Class against that attack.

LYCAN EXPLOITS

3rd-level Path of the Lycan feature

You learn certain Exploits at the Barbarian levels noted in the table below. These don't count against your number of Exploits Known and can't be switched upon gaining a level.

Barbarian Level	Exploit
3rd	<i>cunning instinct, mighty leap</i>
5th	<i>bloodthirsty critical, savage rebuke</i>
9th	<i>roar of triumph</i>



SAVAGE PROWESS

6th-level Path of the Lycan feature

The ancient curse that flows in your veins greatly increases your physical abilities. You gain the benefits listed below:

- You gain a climbing speed equal to your walking speed.
- You can use *cunning instinct* and *mighty leap* at their lowest level at-will without expending an Exploit Die.
- Your natural weapon attacks in your normal and Animal Form count as magical for overcoming resistances and immunities to non-magical attacks and damage.

INFECTIOUS FURY

10th-level Path of the Lycan feature

When you hit a creature with a natural weapon attack while Raging, you can curse your target with rabid fury. The target must succeed on a Wisdom saving throw against your Exploit save DC or suffer one of the following effects of your choice:

- The target must use its reaction to make a melee attack against another creature of your choice that you can see.
- The target takes 2d12 psychic damage.

You can use this feature a number of times equal to your Constitution modifier (minimum of once), and you regain all uses each time you finish a long rest. If you have no uses left, you can expend an Exploit Die to use this feature again.

PRIMAL ROAR

14th-level Path of the Lycan feature

Your roar is fueled by the primal fury of your curse. You are no longer limited to using *roar of triumph* once per short or long rest, and can use it as long as you have Exploit Dice.

Moreover, while a creature has temporary hit points from *roar of triumph* it has advantage on the first melee weapon attack that it makes on each of its turns.





PATH OF THE STORM

Dwelling in places of great elemental power, Barbarians who follow the Path of the Storm come to embody the destructive power of the elements themselves. The primal fury of their Rage turns them into walking disasters; swirling blizzards, devastating hurricanes, and sweltering storms of flame.

STORM EXPLOITS

3rd-level Path of the Storm feature

You learn certain Exploits at the Barbarian levels noted in the table below. These don't count against your number of Exploits Known and can't be switched upon gaining a level.

Barbarian Level	Exploit
3rd	<i>hurl, destructive strike</i>
5th	<i>shattering slam, thunderous blow</i>
9th	<i>destructive slam</i>

STORM AURA

3rd-level Path of the Storm feature

When you Rage, you emanate an Aura of primal power in a 10-foot radius, choosing *Blizzard*, *Drought*, or *Hurricane* for its effects. If your Aura requires a creature to make a saving throw, it does so against your Exploit save DC.

When you gain a level in this class, you can change the effect of your Aura for another option from the list below:

Blizzard. Any creature of your choice that starts its turn within range has its speed halved until start of its next turn.

Drought. At the end of each of your turns, creatures of your choice within range take fire damage equal to your Constitution modifier (minimum of 1 damage).

Hurricane. At the end of each of your turns you can force one creature within range to make a Dexterity saving throw. It takes lightning damage equal to two rolls of your Exploit Die on a failed save, and half as much damage on a success.

ELEMENTAL BODY

6th-level Path of the Storm feature

Your connection to the forces of nature deepens and grants you the benefits below associated with your Storm Aura:

Blizzard. You gain resistance to cold damage, and when you deal damage with a Savage Exploit, you can choose for it to deal cold damage in place of its normal damage type.

Drought. You gain resistance to fire damage, and you learn the *produce flame* cantrip. Constitution is your spellcasting modifier for it, and you can cast it even while you are Raging.

Hurricane. You gain resistance to lightning and thunder damage, you gain a swimming speed equal to your walking speed, and you can breathe both air and water.

STORM WARD

10th-level Path of the Storm feature.

Your primal power overflows and infuses your companions. While Raging, creatures of your choice within your Storm Aura gain the benefits of your Elemental Body feature.

PRIMAL DESTRUCTION

14th-level Path of the Storm feature

The elemental forces that fuel your Rage grows ever stronger. Your Storm Aura gains the following additional benefits:

Blizzard. When a creature begins its turn within your Storm Aura, you can use your reaction to force it to make a Strength saving throw. On a failed save, the creature's speed is reduced to 0 until the beginning of its next turn.

Drought. When a creature within your Storm Aura hits you with an attack, you can use your reaction to force it to make a Dexterity saving throw. On a failed save, it takes fire damage equal to two rolls of your Exploit Die.

Hurricane. When a creature within your Storm Aura hits you with an attack, you can use your reaction to force it to make a Strength saving throw. On a failed save, it is knocked back from you 10 feet in a straight line and falls prone.



PATH OF WILD SORCERY

For some Barbarians, their Rage boils up from an unrealized magical potential. When those born with an arcane spark fail to channel it in the correct way, this uncontrollable power can burst forth in a chaotic storm of magic-infused battle fury.

MAGIC AWARENESS

3rd-level Path of Wild Sorcery feature

As an action, you can open your awareness to the presence of magic. Until the end of your next turn, you know the location of spells or magic items within 60 feet that aren't behind total cover. When you sense a spell, you learn its school of magic.

You can use this feature once per short or long rest at no cost, after which you must expend an Exploit Die to use it.

SORCEROUS EXPLOITS

3rd-level Path of Wild Sorcery feature

You learn certain Exploits at the Barbarian levels noted in the table below. These don't count against your number of Exploits Known and can't be switched upon gaining a level.

Barbarian Level	Exploit
3rd	heroic fortitude, mighty leap
5th	immovable stance, thunderous blow
9th	savage defiance

WILD SORCERY

3rd-level Path of Wild Sorcery feature

When you Rage, you roll on the Wild Sorcery table on the following page to determine the magic effect you produce.

If a Wild Sorcery effect requires a saving throw, targets make their saving throws against your Exploit save DC.

SORCEROUS INFUSION

6th-level Path of Wild Sorcery feature

As an action, you can touch a creature, including yourself, and confer one of the following benefits to that creature:

- Choose an ability score, for 10 minutes, when the target makes an ability check or saving throw with that ability score it gains a bonus to its roll equal to your Exploit Die.
- The creature gains temporary hit points equal to your level + your Exploit Die. For as long as the temporary hit points last, the target is immune to Wild Sorcery effects.
- You touch a target and expend any number of Exploit Dice. The target regains an expended spell slot of a level equal to the number of Exploit Dice you expend.

You can use this feature a number of times equal to your Constitution modifier (minimum of once), and you regain all expended uses each time you finish a long rest.

UNSTABLE SORCERY

10th-level Path of Wild Sorcery feature

Your unpredictable magic lashes out to protect you. When you take damage or fail a saving throw while Raging, you can use a reaction to immediately roll on the Wild Sorcery table.

SORCEROUS WARRIOR

14th-level Path of Wild Sorcery feature

Whenever you roll on the Wild Sorcery table you can roll twice and choose the magical result that takes place.

PATH OF THE ZEALOT

Your Rage has been implanted in you by the divine powers of the heavens. Whether you are the descendant of a powerful celestial, or the chosen champion of a deity, you now carry in you a spark of divine wrath. Those who walk the Path of the Zealot stand as champions of the gods and divine causes.

CHAMPION OF THE GODS

3rd-level Path of the Zealot feature

You have been chosen for a divine purpose. Spellcasters can cast spells that restore you to life (not undeath) such as *raise dead*, without needing the normal material components.

DIVINE FURY

3rd-level Path of the Zealot feature

Your weapon strikes are imbued with the celestial power of the god you serve. While you are Raging, the first creature you hit with a weapon attack on each of your turns takes bonus damage equal to one roll of your Exploit Die + your Constitution modifier (minimum of 1).

The type of this bonus damage changes depending on your alignment: Good (radiant), Neutral (thunder), Evil (necrotic).

ZEALOUS EXPLOITS

3rd-level Path of the Zealot feature

You learn certain Exploits at the Barbarian levels noted in the table below. These don't count against your number of Exploits Known and can't be switched upon gaining a level.

Barbarian Level	Exploit
3rd	feat of strength, menacing shout
5th	savage rebuke, warrior's challenge
9th	mythic resilience

FANATICAL FOCUS

6th-level Path of the Zealot feature

Your divine cause propels you to find success when others would fail. When you fail a saving throw while Raging, you can expend an Exploit Die, roll it, and add the result to your saving throw, possibly turning a failure into a success.

DIVINE MANDATE

10th-level Path of the Zealot feature

You issue a divine battle cry to inspire your allies. As a bonus action, you can issue this battle cry and choose a number of creatures within 60 feet that can hear you. Creatures who hear your cry have advantage on all attack rolls and saving throws until the beginning of your next turn.

Once you use this feature, you can't use it again until you finish a long rest.

RAGE BEYOND DEATH

14th-level Path of the Zealot feature

The gods will not allow you to die while you still serve them. Being reduced to 0 hit points while Raging doesn't knock you unconscious. While in this state, you still make death saving throws as normal, and you suffer the normal effects of taking damage while at 0 hit points. If you start your turn with three failed death saving throws you must succeed on a DC 10 Constitution saving throw to maintain your Rage.

If your Rage ends, and you still have 0 hit points, you die.



WILD SORCERY SURGE TABLE

PATH OF WILD SORCERY BARBARIAN

d20	Wild Sorcery Effect	d20	Wild Sorcery Effect
01	Creatures of your choice that you can see within 30 feet of you must succeed on a Constitution saving throw or take necrotic damage equal to two rolls of your Exploit Die. You then gain temporary hit points equal to two rolls of your Exploit Die + your level.	11	For the duration of your current Rage, you gain resistance to the last instance of damage you took, until you take another instance of damage. For example, if you take fire damage from a red dragon's fire breath, you are resistant to fire damage until you take another type of damage.
02	You teleport up to 30 feet to an unoccupied space you can see. Until the end of your current Rage, you can use this effect again on each of your turns as a bonus action.	12	For the duration of your current Rage, every hair on your body grows by one foot at the end of each of your turns. When your current Rage ends, all of your hair falls out.
03	An orb of wild magic explodes at a point that you can see within 30 feet. Creatures within 5 feet must succeed on a Dexterity saving throw or take force damage equal to your Exploit Die. Until the end of your current Rage, you can use a bonus action to cause this effect to happen again.	13	A bolt of radiant light shoots from your chest. A creature of your choice that you can see within 30 feet must succeed on a Constitution saving throw or take radiant damage equal to your Exploit Die and be blinded until the start of your next turn. Until the end of your current Rage, you can use this effect again on each of your turns as a bonus action.
04	Magic infuses one weapon of your choice that you are holding. Until your current Rage, the weapon's damage type changes to force, and it gains the light and thrown properties, with a normal range of 20 feet and a long range of 60 feet. If the magic weapon leaves your hand, it appears in your hand at the end of your turn.	14	For the duration of your current Rage, you can walk through solid objects and creatures as if they were difficult terrain. If you end your movement inside a creature or object, you are instantly shunted to the nearest unoccupied space, taking 1d10 force damage for each 5 feet that you were forced to travel.
05	Whenever a creature hits you with an attack roll before the end of your current Rage, it takes force damage equal to your Exploit Die, as magic lashes out in retribution.	15	Roll a d10. Your age changes by a number of years equal to the roll. If the roll is odd, you get younger (minimum 1 year old). If the roll is even, you get older.
06	Until the end of your current Rage, you are surrounded by multicolored, protective lights; you, and allied creatures within 10 feet of you, all gain a +1 bonus to your Armor Class.	16	For the duration of your current Rage, any flammable object you touch that isn't being worn or carried, instantly bursts into flame.
07	Flowers and vines temporarily grow around you; until the end of your current Rage, the ground within 15 feet of you is considered difficult terrain for creatures of your choice.	17	Your limbs grow strangely long. For the duration of your current Rage, the reach of your melee attacks increases by 5 feet.
08	Roll another d20. On an even roll, your size grows by one category as if by the <i>enlarge</i> part of the <i>enlarge/reduce</i> spell. On an odd roll, your size is reduced by one category as if by the <i>reduce</i> part of the <i>enlarge/reduce</i> spell.	18	Your muscles are engorged with wild magic. For the duration of your current Rage, all creatures have disadvantage on any saving throws to resist the effects of your Exploits.
09	You can't speak for the duration of your current Rage. If you try, a small bird flies out of your mouth and toward the sun.	19	For the duration of your current Rage, the distance of your long and high jumps is tripled, even if this extra distance would exceed your remaining movement.
10	You are transported to the Astral Plane until the end of your next turn, after which time you return to the space you previously occupied or the nearest unoccupied space.	20	You instantly regain all expended uses of your Rage.



THE ALTERNATE BARBARIAN

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